A Draft GDD

A draft template for your Component 1 work (living document)

# Lab 01: Creating A Concept

## The Concept

### Level Name And Description

Do not forget to provide the level name!

Try to cover the following questions:

* What does the player do here?
* What is the theme?
* Where do they go?
* How do they get there?
* What do they do along the way?

### Character Profiles

Describe your character profiles here, alongside the rules they should abide to!

## The Starting Point(s)

Use the following questions as a rough guideline to describe your level’s sarting point(s).

* What happened immediately before this point?
  + What are the player’s feelings?
* What are the immediate observable surroundings?
* What information are you giving the player and how are you giving it to them?
  + How are you trying to make them feel?

## Challenges & Rewards

### Challenges

Describe the challenges you expect the player to encounter in this level. Consider providing rough sketches for this part.

### Rewards

Same as above, just describe what rewards you are planning your players to get at this level - maybe split it across the various stages within the level.

## The Endpoint(s)

* How does the level end?
* What has happened right before this point?
  + Player feelings?
* What are the immediate observable surroundings?
* What information are you giving the player and how are you giving it to them?
  + How are you trying to make them feel?

## Expected Paths

### Player Paths In The Level

Present the paths players can / are expected to follow through the level (maybe this is easier to implement as you design your blockout).

### A Simple Timeline

Present a pacing diagram for your application and discuss it below.

# Lab 02: Designing a Block-out (White-box)

Based on last time’s design and description, this week you are requested to build a block-out for your game. Fill in the following fields / answer the questions below as a self-reflection exercise - this might come in handy at the critical review step, at the end of this semester! ;)

## Design Challenges

Describe what challenges you encountered during the block-out design process. Use the following questions as a rough way to guide your thought if you want to:

* Did everything work as expected?
* What was the most difficult part in the block-out design process?
* What decisions did you make regarding abstraction?
* Would you change some parts of your design? Why? How?
* Are you satisfied with the final outcome?

## Share Your Work!

Share some screenshots of your work below.

### Block-out

Block-out screenshots go here.

### Player Paths

Player paths screenshots go here.